

CLAIMS

The invention is hereby claimed as follows:

- 5 1. A gaming device comprising:
- a display device;
- a processor which communicates with said display device;
- a target set including a plurality of player selectable symbols
- displayed by said display device, wherein at least one of said symbols
- 10 is designated as a target symbol by said processor;
- a symbol selector in communication with said processor;
- at least one relationship indicator controlled by said processor
- which identifies a relationship between said target symbol and the
- symbols selected by said player using said symbol selector; and
- 15 an award based on the target symbol, whereby the award is
- provided to the player after the player picks said target symbol.

2. The gaming device of Claim 1, wherein said symbol
- selector includes a plurality of buttons, each of said buttons
- 20 corresponding to each of said player selectable symbols in said target
- set.

3. The gaming device of Claim 1, wherein said symbol
- selector includes a touch screen connected to the display device.

25

4. The gaming device of Claim 1, wherein said relationship indicator is displayed by the display device.

5. The gaming device of Claim 1, which includes a plurality of relationship indicators which identify a relationship between said target symbol and the symbols selected by said player using said symbol selector.

6. The gaming device of Claim 1, which includes a predetermined number of picks, wherein a player selects symbols until the player picks the target symbol in the target set or there are no picks remaining.

7. The gaming device of Claim 6, wherein the award includes an additional value if the player has picks remaining after the player selects the target symbol in the target set.

8. The gaming device of Claim 1, wherein the award is based on the value of the selected target symbol.

9. The gaming device of Claim 8, wherein the award equals the value of the selected target symbol.

10. The gaming device of Claim 1, which includes a plurality of target sets.

11. The gaming device of Claim 10, wherein the award is based on the target symbols selected by the player in each of said target sets.

5

12. The gaming device of Claim 10, wherein the awards associated with each target symbol selected by the player are combined by the processor to provide a combined award for the player.

10 13. The gaming device of Claim 12, wherein the combined award is based on the order of each award associated with each target symbol.

15 14. The gaming device of Claim 12, wherein each of said awards equals the value of said corresponding target symbol from said target sets.

20 15. The gaming device of Claim 1, which includes a probability of being selected associated with each symbol in said target set.

16. The gaming device of Claim 1, wherein the probability of being selected associated with one of the symbols in said target set is greater than the probability of being selected associated with another of said symbols in the target set.

5

17. A gaming device comprising:

a processor;

a number of picks;

10 a target set displayed to said player including a plurality of symbols, wherein at least one of said symbols is randomly designated as a target symbol by said processor;

a target symbol indicator which identifies the relationship of said target symbol to each symbol selected by a player;

15 a symbol selector in communication with said processor, which enables the player to pick symbols until the player picks the target symbol or until there are no picks remaining; and

an award provided to the player based on the target symbol.

18. The gaming device of Claim 17, which includes a plurality
20 of different numbers of picks and a probability of being selected associated with each different number of picks.

19. The gaming device of Claim 18, wherein the probability of being selected associated with one of the number of picks is greater than the probability of being selected associated with another number of picks.

5

20. The gaming device of Claim 17, wherein the award includes an additional value if the player has picks remaining after the player selects the target symbol in the target set.

10 21. The gaming device of Claim 17, which includes a plurality of target sets.

22. The gaming device of Claim 21, wherein the award is based on the target symbols selected by the player in each of said
15 target sets using all of the number of picks.

23. The gaming device of Claim 21, wherein the awards associated with each target symbol selected by the player are combined by the processor to provide a combined award for the player.
20

24. The gaming device of Claim 23, wherein the combined award is based on an order of selection of each target symbol.

25. The gaming device of Claim 17, which includes a probability of being selected associated with each symbol in said target set.

5 26. The gaming device of Claim 25, wherein the probability of being selected associated with one of the symbols in said target set is greater than the probability of being selected associated with another of said symbols in the target set.

10 27. A gaming device comprising:
a processor;
a plurality of target sets displayed to a player including a plurality of player selectable symbols, wherein at least one of said symbols in each target set is designated as a target symbol for that target set by
15 said processor;
a symbol selector in communication with said processor;
at least one relationship indicator controlled by said processor which identifies a relationship in each target set between said target symbol in said target set and the symbols selected by said player in
20 each target set using said symbol selector; and
a combined award based on the target symbols in the target sets selected by the player.

28. The gaming device of Claim 27, wherein the combined award is based on the order of the target symbols selected by the player.

5 29. The gaming device of Claim 27, which includes a number of picks provided to the player by said processor, wherein the player picks symbols in the target sets until the player picks all of said target symbols or until there are no picks remaining.

10 30. The gaming device of Claim 29, wherein the number of picks is predetermined.

31. The gaming device of Claim 29, wherein the number of picks is randomly determined.

15

32. The gaming device of Claim 29, which includes an additional award to a player for obtaining all of said target symbols in the target sets.

33. A gaming device comprising:

a processor;

a target set displayed to a player including a plurality of numbers, wherein at least one of said numbers is randomly designated

5 as a target number by said processor;

a number selector in communication with said processor; and

a relationship indicator controlled by said processor which identifies the relationship between a target number and the numbers picked by the player using the number selector wherein the player
10 picks the numbers in the target set until the player picks the target number.

34. The gaming device of Claim 33, wherein the relationship indicator indicates whether the target number is higher, lower, one
15 away from, next to or equal to the numbers selected by the player in the target set.

35. The gaming device of Claim 33, which includes an award provided to the player wherein the award is based on at least one of
20 the group consisting of: the number of target symbols selected by the player, the number of target sets selected by the player, the number of picks used by the player to select the target symbols, and the number of picks remaining from a predetermined plurality of picks.

36. The gaming device of Claim 33, which includes a probability of being selected associated with each number in said target set.

5 37. The gaming device of Claim 36, wherein the probability of being selected associated with one of the numbers in said target set is greater than the probability of being selected associated with another of said numbers in the target set.

10 38. The gaming device of Claim 36, wherein the probabilities of being selected are equal.

15 39. The gaming device of Claim 33, wherein the relationship indicator includes a first indicator which indicates that said target number is higher than a picked number and a second indicator which indicates that said target number is lower than said picked number.

40. A gaming device comprising:

a processor;

a plurality of target sets displayed to a player including a plurality of player selectable symbols, wherein at least one of said symbols in each target set is designated as a target symbol for that target set by said processor;

a symbol selector in communication with said processor;

a number of picks provided to the player by said processor, wherein the player picks symbols in the target sets until the player picks all of said target symbols or until there are no picks remaining;

at least one relationship indicator controlled by said processor which identifies a relationship in each target set between said target symbol in said target set and the symbols picked by said player in each target set using said symbol selector; and

a combined award based on the order of the target symbols selected by the player.

41. The gaming device of Claim 38, which includes a predetermined award level, wherein if the combined award is less than the predetermined award level, the combined award is used as a non-credit value.

42. The gaming device of Claim 41, wherein the non-credit value is selected from the group consisting of: a number of free spins, a multiplier, and a number of free games.

43. A gaming device comprising:

a display device;

a processor which communicates with said display device;

5 a target set including a plurality of player selectable symbols displayed by said display device, wherein at least one of said symbols is designated as a target symbol by said processor;

a symbol selector in communication with said processor;

at least one relationship indicator controlled by said processor

10 which identifies a relationship between said target symbol and the symbols selected by said player using said symbol selector; and

an award based on the number of picks used by the player to select the target symbol, whereby the award is provided to the player after the player picks said target symbol.

15

44. The gaming device of Claim 43, which includes a plurality of target sets having a plurality of player selectable symbols displayed by said display device, wherein at least one of said symbols in each target set is designated as a target symbol by said processor, and

20 wherein the award is based on the number of picks used by the player to select the target symbols in the target sets.

45. A gaming device comprising:

- a display device;
- a processor which communicates with said display device;
- a target set including a plurality of player selectable symbols

5 displayed by said display device, wherein at least one of said symbols is designated as a target symbol by said processor;

- a symbol selector in communication with said processor;
- at least one relationship indicator controlled by said processor

10 which identifies a relationship between said target symbol and the symbols selected by the player using said symbol selector; and

- an award based on the number of picks remaining from a plurality of picks provided to the player, whereby the award is provided to the player after the player picks said target symbol.

15 46. The gaming device of Claim 45, which includes a plurality of target sets having a plurality of player selectable symbols displayed by said display device, wherein at least one of said symbols in each target set is designated as a target symbol by said processor, and wherein the award is based on the number of picks remaining from a

20 plurality of picks provided to the player after the player picks all of the target symbols in the target sets.

47. A gaming device comprising:

a display device;

a processor which communicates with said display device;

a plurality of target sets, each target set including a plurality of

5 player selectable symbols displayed by said display device, wherein at least one of said symbols is designated as a target symbol by said processor;

a symbol selector in communication with said processor;

at least one relationship indicator controlled by said processor

10 which identifies a relationship between said target symbol and the
symbols selected by said player using said symbol selector; and

an award provided to the player based on the target symbol,
whereby said award is provided to said player after said player picks
said target symbol.

15

48. The gaming device of Claim 47, wherein the award is based on the total number of target symbols selected by the player.

49. A gaming device comprising:

a processor;

a number of picks;

a target set displayed to a player including a plurality of symbols,

5 wherein at least one of said symbols is randomly designated as a target symbol by said processor;

a target symbol indicator which identifies the relationship of said target symbol to each symbol selected by a player; and

a symbol selector in communication with said processor, which
10 enables the player to pick symbols until the player picks the target symbol or until there are no picks remaining.

50. The gaming device of Claim 49, which includes an award provided to the player wherein the award is based on at least one of
15 the group consisting of: the number of target symbols selected by the player, the number of target sets selected by the player, the number of picks used by the player to select the target symbols, and the number of picks remaining from a predetermined plurality of picks.

20 51. The gaming device of Claim 49, which includes at least one additional bonus game provided to a player when the player has picks remaining after the player picks the target symbol in the target set.

52. The gaming device of Claim 51, which includes an additional award provided to the player based on the number of remaining picks.

5 53. The gaming device of Claim 51, wherein the remaining picks are provided to the player in the additional bonus game or games.

10 54. A gaming device comprising:
a display device;
a processor which communicates with said display device;
a plurality of target sets, each target set including a plurality of player selectable symbols displayed by said display device, wherein at least one of said symbols is designated as a target symbol by said
15 processor;
a target symbol combination including at least one target symbol from the target sets displayed by said display device;
a symbol selector in communication with said processor;
at least one relationship indicator controlled by said processor
20 which identifies a relationship between said target symbol in the target set and the symbols selected by said player using said symbol selector; and
an award provided to the player when the player picks all of the target symbols in the target symbol combination.

25

55. The gaming device of Claim 54, which includes a number of picks provided to the player.

56. The gaming device of Claim 55, wherein the number of
5 picks is predetermined.

57. The gaming device of Claim 55, wherein the number of picks is randomly determined.

10 58. The gaming device of Claim 55, which includes an additional award provided to the player where the player has picks remaining after the player picks all of the target symbols in the target symbol combination.

15 59. The gaming device of Claim 58, wherein the additional award is a non-credit value.

20 60. The gaming device of Claim 59, wherein the non-credit value is selected from the group consisting of: at least one free game, at least one free spin and at least one multiplier.

61. A method of operating a gaming device, the method comprising the steps of:

(a) determining a target symbol in a target set having a plurality of symbols;

5 (b) enabling a player to pick a symbol from said target set;

(c) determining whether the picked symbol is the target symbol;

(d) indicating the relationship of the picked symbol to said target symbol if the picked symbol is not the target symbol;

10 (e) repeating steps (a) to (d) until a number of player picks of said symbols are used by the player; and

(f) providing an award, an advancement to another target set, or an advancement to another bonus game to the player if the player picks the target symbol.

15

62. The gaming device of Claim 61, which includes the step of providing a predetermined number of picks to a player.

63. The method of Claim 61, which includes the step of
20 operating the gaming device through a data network.

64. The method of Claim 63, wherein the data network is an internet.